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IN THE CLAIMS:

Claim 1. (Cancelled)

2. (New)

A communication network for a plurality of gaming devices comprising:

at least a first network, a second network, and a gaming device network;

a host communication device capable of receiving data from said first and second network and transmitting said data to said gaming device network, and capable of receiving data from said gaming device network and transmitting said data to said first and second network; and

said gaming device network comprising:

at least two gaming devices;

a first communication link provided between a first of said gaming devices and said host communication device, said first communication link comprising at least one optic fiber, a second communication link between a last of said gaming devices and said host communication device, said second communication link comprising at least one optic fiber, and an intermediate communication link between the first and last gaming device and any gaming device therebetween, each intermediate communication link comprising at least one optic fiber, said first, second and intermediate communication links defining a communication loop having a first direction from said host communication device to said first gaming device, any intermediate gaming device and last gaming device back to said host communication device, and having a second direction from said host communication device to said last gaming device, any intermediate gaming device and said first

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gaming device back to said host communication device, said host communications device and communications interface associated with each gaming device configured to bi-directionally communicate data along said communication loop in either said first or second direction; and

a communication interface associated with each gaming device, each communication link including a first and a second physical connection for two of said optic fibers, a packet transmitter configured to transmit data to one of said optic fibers and a packet receiver configured to receive data from one of said optic fibers, and an interface between said packet transmitter and packet receiver and at least one control device of said gaming device, whereby communication between said gaming devices and said first and second network, as well as communications between said gaming devices themselves, occurs over said gaming devices network.

3. (New)

The communication network in accordance with Claim 1 wherein said first network comprises a player tracking network.

4. (New)

The communication network in accordance with Claim 1 wherein said second network comprises a progressive award system.

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5. (New)

The communication network in accordance with Claim 3 wherein said at least one control device of said gaming device comprises a player tracking controller.

6. (New)

The communication network in accordance with Claim 2 wherein said communication interface includes a resource manager in communication with said packet transmitter and packet receiver.

7. (New)

The communication network in accordance with Claim 1 wherein said communication interface and host communication device are adapted to transmit data over said optic fiber using a visible light band.

8. (New)

A communication network permitting data to be transferred to and from devices associated with two or more different networks and a plurality of gaming machines, comprising:

a host device having a communication interface having at least two ports, said at least two ports each supporting duplex communications;

a plurality of gaming machines arranged in series along a gaming machine network loop;

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a communication interface associated with each of said gaming machines, each communication interface including at least two ports, said at least two ports supporting duplex communications;

a communication link between a first port of said communication interface of said host device and a first port of a communication interface of a first of said gaming devices, between a second port of said communication interface of said first gaming device and a first port of a communication interface of a last of said gaming device and between ports of communication interfaces of any intermediate gaming devices between said first and last gaming device, and between a second port of said communication interface of said last gaming device and a second port of said communication interface of said host, whereby said network loop comprises communication links extending from said first port of said communication interface of said host device to each gaming device in sequence, back to said second port of said communication interface of said host device, whereby data may be directed from said host device to said gaming devices and from said gaming devices to said host along said loop in a first direction to or from said first port of said communication interface of said host device and said gaming devices or in a second direction to or from said second port of said communication interface of said host device and said gaming devices;

at least a first and a second network linked to said gaming machine network via at least one communication link with said host device; and

said communication interfaces of said gaming devices including said ports, a data transmitter and a data receiver, and at least one interface between said data transmitter and said data receiver and

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one or more controllers of said gaming machine, said interface configured to route data from said one or more controllers to said transmitter and from said receiver to said one or more controllers.

9. (New)

The communications network in accordance with Claim 8 wherein said communication links comprise optical fibers.

10. (New)

The communications network in accordance with Claim 8 including means for routing said data around said loop in said first or second direction in the event of a break in one of said communication links to ensure data transmitted